

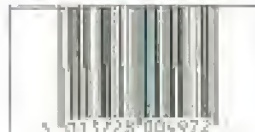
Rana-Rama

Mervyn, the Sorcerer's apprentice, is trapped in a **DARK DUNGEON** after escaping from an **INVASION** of **WARLOCKS!!** Life wouldn't be so bad if he hadn't inadvertently changed himself into a **FROG** whilst concocting a **MAGIC POTION** to improve his looks!!! Help Mervyn seek out the **EVIL WARLOCKS** and destroy their **MIS-SHAPEN GUARDIAN HORDES!!** Blast their **LOOMING WEAPON GENERATORS** and defeat the **WARLOCKS** themselves in **RITUAL MAGIC COMBAT!!!** And if you have enough strength after all that you might succeed in turning him back into a human Mervyn - **EL WIMPO** or **RAMBO??...**only if he gets the **RIGHT POTION!!!**
FEATURES:-

12 DEADLY LEVELS!

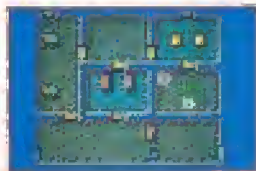
MAGIC SPELLS!!

EVIL WARLOCKS!!!



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Rana-Rama

ATARI ST



ATARI ST

Rana-Rama



LOADING INSTRUCTIONS

RANARAMA is compatible with Atari 520 ST/1040 ST series with disc drives. You are advised to disconnect all hardware from your computer. Place your program disc into the drive and press the RESET button. RANARAMA will then take a few seconds to load.

THE GAME

At the beginning of a game you are transported to one of the rooms in the top level of the dungeon. your aim is to explore each room in turn and to defeat each warlock the you encounter. each warlock is guarded by groups of evil creatures. You earn extra points for destroying these creatures, but they do not effect the main course of the game. Some of the rooms in the dungeon contain tomb-like weapon generators which create vicious weapons such as spinning knives. Destruction of these weapons earns you nothing, but you can shoot the generators for extra points. Each room lights up as you enter it. some rooms also have mysterious symbols embedded in the floor. the symbols are called Floor Glyphs and are of four different types. One type is used to weave magic spells, another may be used to destroy all, or some, of your enemies in the room. The other two types are used to reveal a plan of the current level of the dungeon, or to transport you to a new level. You must experiment to discover which Glyph does what. When you locate a warlock, leap on him and you will lock him in Ritual Magic Combat. (You must unscramble the letters making up the magic word RANARAMA before the allotted time runs out.)

When you defeat a warlock you should strive to capture the magic runes which he releases because you may use them to conjure spells to make yourself stronger in attack and less vulnerable in defence. when you have cleared the top level of the dungeon you will be strong enough to proceed downwards to tackle the more aggressive warlocks and

their guardian creatures which lurk below.

BASIC CONTROLS

JOYSTICK

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FIRE

To fire an offence spell

To cast an Effect spell

To pause the game

Set auto-fire

During ritual combat

KEYBOARD

A,S,D,F,G

Z,X,C,V

B,N

M

H,J,X,L

Press FIRE with a direction selected

Press FIRE with no direction selected

Press P. Press FIRE to unset. (Inoperative during ritual combat)

Press W. Press again to unset. Press Left or Right to select a pair of letters and press fire to rearrange the pair

FLOOR GLYPHS

To activate a Floor Glyph step on it, stop, and press FIRE.

Glyph of Seeing

All the rooms and doors (including invisible doors) which you have explored so far are shown on a map, together with your position. If you obtain the See Effects Spell during the game, the position of the warlocks is shown in red.

Glyph of Power

A magic bolt of varying intensity is released killing some, or all, of your opponents in the room.

Glyph of Travel

A side view of the Dungeon appears and you may use Up or Down to travel to another level (or press FIRE to abort).

Glyph of Sorcery

This Glyph is the key to building your power and resilience. At least five screens of information may be accessed using Up or Down to scroll through the screens.

ALL ABOUT SPELLS

Spell Types And Levels

There are four types of spells - Power, Offence, Defence, and Effect. You start the game with weak versions of each spell, but as you collect runes by defeating warlocks you may cast stronger versions.

Casting New Spells

Find a Glyph of Sorcery, step on it, and press FIRE. The first screen shows the currently active levels of the four types of spells. Subsequent screens show new types of spells which you may use in exchange for one or more of the runes that you have collected. Press FIRE to cast a new spell.

ENERGY CRYSTALS

As you explore you will stumble across these crystals floating in their rooms. When they sense your life force they will close in on you, be absorbed, and boost your power levels.

THE EVIL GUARDIAN HORDES

Each progressive level has a different, and more difficult to overpower, opponent.

LEVEL	OPPONENT	SCORE
1	Dwarf Warrior	100
2	Fire Golem	200
3	Bisect	300
4	Guardian	400
5	Death Serpent	500
6	Ghoul	600
7	Aschnee	700
8	Gargoyle	800

WARLOCKS

Wizard - Levels 1 to 4

These cowardly leaders of the undead will only volunteer for ritual combat if you are of a lesser status than they are. If they run from you they are weak. Equipped with various missile and attack spells, and resistant to missile attack, these warlocks are best defeated by ritual combat. Score 500 to 4000

Necromancer - Levels 5 to 8

Powerful in attack, defence, and magical combat, these towering Netherlands possess powerful runes which are your key to ultimate success. Do not tackle them without a High Defence Spell and a Power Level of at least 4. Score 4500 to 8000

MAGICAL WEAPONS

Weapons are mostly impervious to your attack, and their destruction wins you no points, but you may prevent their creation, and earn 500 points in the process, by destroying their tomb-like generators.

CREDITS

Design and Program: Steve Turner

Cover Artwork: Peter Austin

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